

WHAT IS CLAIMED IS:

1. A deferred graphics pipeline processor comprising:
a texture unit and a texture memory associated with said texture unit; said
5 texture unit applying texture maps stored in said texture memory, to pixel
fragments; said textures being MIP-mapped and comprising a series of texture maps
at different levels of detail, each map representing the appearance of the texture at a
given distance from an eye point; said texture unit performing tri-linear interpolation
from said texture maps to produce a texture value for a given pixel fragment that
10 approximates the correct level of detail; said texture memory having texture data
stored and accessed in a manner which reduces memory access conflicts and thus
improves throughput of said texture unit.

ADD A2

add B1

[illegible]